

Virtual world: real vs. synthetic At one extreme, the virtual world could be completely synthetic. In this case, numerous triangles are defined in a 3D space, along with material properties that indicate how they interact with light, sound, forces, and so on. The field of computer graphics addresses computer-generated images from synthetic models, and it remains important for VR. Developer choices for VWGs To summarize, a developer could start with a basic Software Development Kit (SDK) from a VR headset vendor and then build her own VWG from scratch. In this case, the developer must build the physics of the virtual world from scratch, handling problems such as avatar movement, collision detection, lighting models, and audio. At the other extreme, a developer may use a ready-made VWG that is customized to make a particular VR experience by choosing menu options and writing high-level scripts.